BELJURIL DRAGONS

Ancient Denizens of the Molten Deep

Habitat: Mountain; **Treasure:** Arcana, Relics (nothing flammable)

Beljuril dragons are one of the oldest species of gemstone dragon on the Material Plane. They have lived in the realm of mortals since oceans of magma crashed against the shoreline of young mountains. While the world may be less volatile in the current era, these dragons still manage to thrive in some of the most hostile places one can find. They require a high level of seismic activity in order to survive, as what sustains them is energy created by the grinding of the planet itself. A beljuril dragon who goes too long without feeding on the energy created by seismic activity will slow until eventually going dormant. While dormant, the dragon remains

entirely motionless until they are reawakened by something moving them, or significant seismic activity.

Named for the mysterious gemstones that seem to permeate their lairs, beljuril dragons are rare as the gems themselves. They are born as gray-scaled wyrmlings with beak-like mouths and curled horns, however, as they age their scales take on myriad colours. Most often, their scales appear with muted pinks, purples, and reds, scarred by brilliant streaks of turquoise or blue.

Beljuril dragons put little stock into grand ideals of justice or villainy. They live an existence that is relatively isolated, and often judge each situation on its own merits. While some individuals may bend more towards helping others or causing harm, the only truly pervasive trait of beljuril dragons is that they are unpredictable.

Beljurils
Beljurils are a gemstone found primarily within clay formed near volcanic areas.

They can be found in varying shades of blue and green, but are most notorious for the small flashes of energy they release at seemingly random intervals.

These gemstones are magically conductive, and especially receptive to electricity. As such, they are coveted by mages the world over as components for crafting wands and staves imbued with lightning spells.

The energy breath weapon of beljuril dragons is the most common source of new beljuril formations, and most beljuril mines are excavated in places that housed a beljuril dragon in a previous age.

BELJURIL DRAGON WYRMLINGS

Wyrmlings are born from eggs that have been buried deep within the earth, only cracking when exposed to sufficient heat and pressure. Their first moments are usually spent digging their way through the earth and into a lake of molten lava, then swimming to the surface to explore the world with new eyes. They are seldom born with parents waiting for them due to the fact that a beljural dragon egg can take a tremendous amount of time to hatch, however, most beljuril dragons who lay eggs do so in clutches so that the newborn dragons are not entirely alone when they emerge.

Beljuril Dragon Wymrling

Medium Dragon (Gem), Chaotic Neutral

AC 17 **Initiative** +2 (12)
HP 75 (10d8 + 30)
Speed 30 ft., Fly 60 ft., Swim 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 19	+4	+4	**DEX** 10	+0	+2	**CON** 16	+3	+3
INT 16	+3	+3	**WIS** 14	+2	+4	**CHA** 16	+3	+5

Skills **Arcana** +5, **Perception** +6, **Stealth** +2
Resistances Cold, Force
Immunities Fire, Lightning
Senses **Blindsight** 10 ft., **Darkvision** 120 ft.; Passive Perception 16
Languages Draconic; telepathy 120 ft.
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (1d10 + 4) Slashing damage plus 3 (1d6) Fire damage.

Energy Breath (Recharge 6). *Dexterity Saving Throw:* DC 13, each creature in a 30-foot-long, 5-foot-wide **Line**. *Failure:* 13 (4d6) Cold damage plus 13 (4d6) Lightning damage. *Success:* Half damage.

Magma Breath (Recharge 6). The dragon breathes magma in a 10-foot **Cone**, covering the ground within the area with molten rock. A space covered in magma is **Difficult Terrain**, and any creature who ends their turn in a space covered in magma takes 18 (4d8) Fire damage. An area of magma cools into solid rock after 10 minutes, or if the space is targeted by an effect that deals Cold damage. Flammable objects in an area covered by magma immediately start **burning**, and each creature in the area when the dragon uses this action is subject to the following effect. *Dexterity Saving Throw:* DC 13. *Failure:* 18 (4d8) Fire damage. *Success:* Half damage.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 13):

At Will: ***Elementalism***

YOUNG BELJURIL DRAGON

Young beljuril dragons are impossibly curious creatures. Due to their isolated existence, they don't often see much of the world beyond the harsh environments of their birth, so whenever they see something they haven't seen before they can hardly restrain themselves from investigating. Creatures travelling through the lands where young beljuril dragons live are likely to be stalked by them. Usually the dragon is merely curious, and they seldom take aggressive action unless the target of their curiosity has proven to be unfriendly.

Young Beljuril Dragon

Large Dragon (Gem), Chaotic Neutral

AC 18 **Initiative** +4 (14)
HP 178 (17d10 + 85)
Speed 40 ft., Fly 80 ft., Swim 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 23	+6	+6	**DEX** 10	+0	+4	**CON** 20	+5	+5
INT 18	+4	+4	**WIS** 16	+3	+7	**CHA** 18	+4	+8

Skills **Arcana** +8, **Perception** +11, **Stealth** +4
Resistances Cold, Force
Immunities Fire, Lightning
Senses **Blindsight** 30 ft., **Darkvision** 120 ft.; Passive Perception 16
Languages Common, Draconic; telepathy 120 ft.
CR 10 (XP 5,900; PB +4)

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 3 (1d6) Fire damage.

Energy Breath (Recharge 6). *Dexterity Saving Throw:* DC 17, each creature in a 60-foot-long, 5-foot-wide **Line**. *Failure:* 27 (8d6) Cold damage plus 27 (8d6) Lightning damage. *Success:* Half damage.

Magma Breath (Recharge 6). The dragon breathes magma in a 20-foot **Cone**, covering the ground within the area with molten rock. A space covered in magma is **Difficult Terrain**, and any creature who ends their turn in a space covered in magma takes 18 (4d8) Fire damage. An area of magma cools into solid rock after 10 minutes, or if the space is targeted by an effect that deals Cold damage. Flammable objects in an area covered by magma immediately start **burning**, and each creature in the area when the dragon uses this action is subject to the following effect. *Dexterity Saving Throw:* DC 17. *Failure:* 27 (6d8) Fire damage. *Success:* Half damage.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 16):

At Will: ***Elementalism***, ***Witch Bolt***
1/Day Each: ***Heat Metal***, ***Hold Person***, ***Wall of Stone***

BELJURIL DRAGON LAIRS

Beljuril dragons live in volatile locales that provide them with the seismic energy they need to survive. Volcanic mountain ranges and canyons where earthquakes commonly occur are the most common places for a beljuril dragon to take up residence. Particularly old and powerful beljuril dragons often cause the land to become more volatile through their mere presence, meaning that as the dragon ages, the area surrounding its chosen home is less stable.

The region containing the dragon's lair is warped by its presence, creating the following effects:

> **Beljuril Profusion.** Large deposits of beljuril gems form in the stone and cooled magma within 6 miles of the lair.
>
> **Seismic Shifts.** Earthquakes and volcanic eruptions are more common within 6 miles of the dragon's lair. Any underground tunnel that is not constructed or secured to resist seismic activity has a 10% to collapse each day.

If the dragon dies or moves its lair elsewhere, these effects end immediately, but any existing beljuril deposits remain.

ADULT BELJURIL DRAGON

Once a beljuril dragon has reached maturity, they often settle themselves within lairs found deep beneath volcanic mountains. They bathe in the molten lava that pools in large caverns as a means of cleansing impurities from their scales. They also carve special lakes of molten rock that are used for housing treasure. Gold, Silver, Copper, and any other precious metal that can be melted down is collected and stored in a molten state within these chambers of lava. This does limit the types of treasure a belijuril dragon to things that are non-flammable, however, it also makes much of their hoard nearly impossible to steal from.

Adult Beljuril Dragon

Huge Dragon (Gem), Chaotic Neutral

AC 19 **Initiative** +12 (22)
HP 256 (19d12 + 133)
Speed 40 ft., Fly 80 ft., Swim 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 27	+8	+8	**DEX** 10	+0	+6	**CON** 24	+7	+7
INT 20	+5	+5	**WIS** 18	+4	+10	**CHA** 20	+5	+9

Skills Arcana +11, Perception +16, Stealth +6
Resistances Cold, Force
Immunities Fire, Lightning
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 26
Languages Common, Draconic; telepathy 120 ft.
CR 17 (XP 18,000, or 20,000 in lair; PB +6)

Traits

Legendary Resistance (3/Day or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast Witch Bolt (level 2 version).

Rend. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 15 (2d6 + 8) Slashing damage plus 5 (2d4) Fire damage.

Energy Breath (Recharge 6). *Dexterity Saving Throw:* DC 21, each creature in a 60-foot-long, 5-foot-wide **Line**. *Failure:* 31 (9d6) Cold damage plus 31 (9d6) Lightning damage. *Success:* Half damage.

Magma Breath (Recharge 6). The dragon breathes magma in a 40-foot **Cone**, covering the ground within the area with molten rock. A space covered in magma is **Difficult Terrain**, and any creature who ends their turn in a space covered in magma takes 18 (4d8) Fire damage. An area of magma cools into solid rock after 10 minutes, or if the space is targeted by an effect that deals Cold damage. Flammable objects in an area covered by magma immediately start **burning**, and each creature in the area when the dragon uses this action is subject to the following effect. *Dexterity Saving Throw:* DC 21. *Failure:* 36 (8d8) Fire damage. *Success:* Half damage.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 19):

At Will: ***Elementalism***, ***Shapechange*** (Beast or Humanoid form only, no **Temporary Hit Points** gained from the spell, and no **Concentration** or Temporary Hit Points required to maintain the spell), ***Witch Bolt*** (level 2 version)
3/Day Each: ***Heat Metal***, ***Hold Person***, ***Wall of Stone***
1/Day Each: ***Move Earth***

Bonus Actions

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Energy Lash. The dragon uses Spellcasting to cast ***Witch Bolt*** (level 2 version). The dragon can't take this action again until the start of its next turn.

Magma Vents. *Dexterity Saving Throw:* DC 19, each creature of the dragon's choice within 60 feet. *Failure:* 27 (6d8) Fire damage. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

ANCIENT BELJURIL DRAGON

There are few places in the world that can sustain an ancient beljuril dragon's need for seismic activity. Such places are often so incredibly hostile to the majority of living things that the dragon's mere existence can go unnoticed for generations. Most ancient beljuril dragons are not fortunate enough to find a place that can

accommodate them on the Material Plane, so they end up departing their home to take up residence on the Elemental Plane of Magma. Those who choose to remain in the Material World often find themselves in a state of dormancy, deep beneath the earth, awaiting the day that a calamitous earthquake or other seismic event wakes them from their slumber.

Ancient Beljuril Dragon

Huge Dragon (Gem), Chaotic Neutral

AC 22 **Initiative** +14 (24)
HP 507 (26d20 + 234)
Speed 40 ft., Fly 80 ft., Swim 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 30	+10	+10	**DEX** 10	+0	+7	**CON** 28	+9	+9
INT 26	+8	+8	**WIS** 20	+5	+12	**CHA** 22	+6	+13

Skills **Arcana** +15, **Perception** +19, **Stealth** +7
Resistances Cold, Force
Immunities Fire, Lightning
Senses **Blindsight** 60 ft., **Darkvision** 120 ft.; Passive Perception 29
Languages Common, Draconic; telepathy 240 ft.
CR 24 (XP 62,000, or 75,000 in lair; PB +7)

Traits

Legendary Resistance (4/Day or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast Witch Bolt (level 4 version).

Rend. *Melee Attack Roll:* +17, reach 15 ft. *Hit:* 19 (2d8 + 10) Slashing damage plus 10 (3d6) Fire damage.

Energy Breath (Recharge 6). *Dexterity Saving Throw:* DC 24, each creature in a 60-foot-long, 10-foot-wide **Line**. *Failure:* 45 (13d6) Cold damage plus 45 (13d6) Lightning damage. *Success:* Half damage.

Magma Breath (Recharge 6). The dragon breathes magma in a 90-foot **Cone**, covering the ground within the area with molten rock. A space covered in magma is **Difficult Terrain**, and any creature who ends their turn in a space covered in magma takes 18 (4d8) Fire damage. An area of magma cools into solid rock after 10 minutes, or if the space is targeted by an effect that deals Cold damage. Flammable objects in an area covered by magma immediately start **burning**, and each creature in the area when the dragon uses this action is subject to the following effect. *Dexterity Saving Throw:* DC 24. *Failure:* 45 (10d8) Fire damage. *Success:* Half damage.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 23):

At Will: ***Elementalism***, ***Shapechange*** (Beast or Humanoid form only, no **Temporary Hit Points** gained from the spell, and no **Concentration** or Temporary Hit Points required to maintain the spell), ***Witch Bolt*** (level 4 version)
3/Day Each: ***Heat Metal***, ***Hold Person***, ***Wall of Stone***
1/Day Each: ***Earthquake***, ***Move Earth***

Bonus Actions

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Energy Lash. The dragon uses Spellcasting to cast ***Witch Bolt*** (level 4 version). The dragon can't take this action again until the start of its next turn.

Magma Vents. *Dexterity Saving Throw:* DC 19, each creature of the dragon's choice within 60 feet. *Failure:* 36 (8d8) Fire damage. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

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